## IN THE UNITED STATES PATENT AND TRADEMARK OFFICE BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES

In re Application

Petrus Maria De Greef

For

DISPLAYING ON A MATRIX

DISPLAY

Serial No.

10/587,604

Filed

July 27, 2006

Art Unit

2628

Examiner

Edward Martello

Atty. Docket

NL040106US1

Confirmation No.

3561

## REPLY BRIEF

Commissioner for Patents P.O. Box 1450

Alexandria, VA 22313-1450

Customer No.

65913

Sir:

The following remarks are directed to the points of argument raised in the Examiner's Answer mailed November 11, 2009.

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## I. STATUS OF CLAIMS

Claims 1-11 are on appeal.

Claims 1-11 are pending.

No claims are allowed.

Claims 1-11 are rejected.

No claims are canceled.

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## II. GROUNDS OF REJECTION TO BE REVIEWED ON APPEAL

The following grounds of rejection are presented for review:

A. Claims 1-8 are rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over European Patent Application Publication EP 0875882 to Schiefer et al. (hereinafter "Schiefer").

B. Claims 9-11 are rejected under 35 U.S.C. § 103(a) as being allegedly unpatentable over Schiefer in view of U.S. Patent Application No. 2003/0164897 to Chen et al. (hereinafter "Chen").

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III. ARGUMENTS

On pages 10-17 in section (10) entitled "Response to Argument," the

Examiner's Answer sets forth arguments in response to Appellant's Appeal Brief.

Appellant responds to each of the Examiner's arguments below.

Independent claim 1 recites a ratio of two between the display frame rate and

the source frame rate, as the single circular buffer allows at maximum, a ratio of 2

(1:2 or 2:1) between the respective frame rates to function properly without any

video tearing. See e.g., Figs. 5A-5E, ¶¶ [0061]-[0063]. The adjustment includes

three features: (1) a time offset between the two address pointers, (2) a fixed

polarity of the pointers during the read period, and (3) a constant ratio between the

display frame rate and the source frame rate (here, the ratio is equal to 2). See ¶

[0054]. As described in the specification in paragraph [0009], this subject matter

relates to the use of a controller to control both the read and write address pointers

in the memory that uses a single circular buffer in order to prevent video tearing.

When the source and display frame rates are not equal, the controller adjusts both

the frame rates and the address pointers so that, during the read period, one

pointer does not cross the other, thus preventing tearing. See ¶ [0015], [0063].

In response to Appellant's argument that the clock rate cited in European

Pub. No. EP0875882 to Schiefer et al. (hereinafter "Schiefer") is not equivalent to

the frame rate in the claimed subject matter, on pages 12-13, the Examiner's

Answer asserts that it would have been obvious to set a fractional frame rate given

the fractional clock rate of Schiefer. However Appellant respectfully submits that

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Schiefer's method differs and has a different principle of operation than the claimed

subject matter.

Schiefer discloses a timing generator for format conversion of video. See

Schiefer at Abstract. This system reformats video by synchronizing the output and

input frame rates, using a memory buffer in case of errors to ensure a smooth

display. The memory write controller controls write operations sequentially in a

circular buffer sequence. See id., at col. 13, lines 34-39. The data path, once full, is

then controlled by a timing controller. The Examiner states that Schiefer discloses

that "the output write clock is running at rate of four times the input clock rate in

the example given." The statement in Examiner's Answer is a correct statement of

fact, but the fact shows an error in the reasoning of the rejection. As the timing

diagram of the clock rates indicates, Schiefer substantially differs in operation from

the recited subject matter.

Schiefer scales and deinterlaces the input video and matches the frame rate

of the input video with that of the output. The large ratio between input and output

clock rates ("DCLK = 4\*IPCLK", see id. at Fig. 11) disclosed by Schiefer and cited by

the Examiner does not relate to the ratio between the input and output frame rates.

Rather, the 4:1 ratio discussed in the Schiefer specification relates to the system

horizontally and vertically upscaling an input image by a factor of 2 for an output

video, while maintaining a locked, similar frame rate through the control of the

respective line rates (see id., at col. 21, lines 15-33 (discussing display line rate as a

fractional multiple of the input video main clock)). These line rates differ due to the

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respective number of pixels per line in the input and output images. See id., at col.

21, lines 34-46 (discussing means to force frame locking so the resulting display

frame period is similar to the input video frame period.)

Schiefer, therefore, discloses a ratio for a clock rate, which is different from

and not suggestive of the frame rate of the claimed subject matter. A person of

ordinary skill in the art would not even be able to determine the frame rate when

given only a clock rate.

Even assuming, arguendo, that a person of ordinary skill followed the

teachings of Schiefer, the disclosed ratio of 4:1 between the respective address

pointers in the singular buffer would guarantee video tearing stemming from an

invalid ratio between frame rates, as one pointer with a rate four times faster than

the other would always overtake the other pointer at some point in the circular

buffer and would do so multiple times during a single traversal of the slower pointer

through the circular buffer. For example, during a single 360-degree advance of the

slower pointer, the faster pointer will overtake the slower pointer twice. In

contrast, despite the mention in the claims of a ratio of 2, pointer overlapping does

not occur in the recited subject matter because the ratio involves the display and

source frame rates, and, as explained in paragraphs [0061]-[0063] and Figs. 5A-5E

of the published version of the application, the maximum ratio which can be

employed without the occurrence of pointer overlapping and video tearing.

Accordingly, the clocks of Schiefer does not disclose or render obvious the recited

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subject matter, at least because a person of skill in the art acting on any suggestion by *Schiefer* would not be led to the claimed subject matter.

Moreover, it is respectfully submitted that a person of ordinary skill in the art would not even look to *Schiefer* as a reference here because said person would not be able to determine the frame rate with knowledge only of the clock rate. *Schiefer*, which discloses a solution for scaling a video image using a 4:1 clock ratio for <u>line rates</u>, has no connection to the recited subject matter, which has a maximum working limit of 2:1 between <u>frame rates</u>; a person of ordinary skill in the art following the suggestion by *Schiefer* of a 4:1 ratio would not be able to create the claimed subject matter. As such, *Schiefer* fails to disclose, teach, or suggest to a person of ordinary skill in the art all the elements recited in claims 1 and 2. *Schiefer* therefore does not render claims 1 and 2 obvious.

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IV. CONCLUSION

For at least the reasons discussed above, it is respectfully submitted that the

rejections are in error and that claims 1-11 are in condition for allowance. For at

least the above reasons, Appellants respectfully request that this Honorable Board

reverse the rejections of claims 1-11.

In the event that the fees submitted prove to be insufficient in connection

with the filing of this paper, please charge our Deposit Account Number 50-0578

and please credit any excess fees to such Deposit Account. Should there be any

remaining issues that could be readily addressed over the telephone; the Examiner

is asked to contact the attorney overseeing the application file, David Schaeffer, of

NXP Corporation at (408) 474-5256.

Respectfully submitted,

KRAMER & AMADO, P.C.

January 12, 2010

Date

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